

<b>Mask</b> <b>Undead</b> <b>Endless</b> <b>Overwhelming 1</b> -2 	<b>Mask</b> <b>Endless</b> <b>Physical Immunity</b> Instead of moving, roll a die. On a 4-6, each investigator must discard 1 Clue token. +0 	- +1	- +1	<b>Undead</b> <b>Physical Resistance</b> <b>Magical Resistance</b> If you defeat Tomb-Thing, draw 1 Exhibit item. -2 
<b>Overwhelming 1</b> +0 +2	<b>Overwhelming 1</b> +0 +2	<b>Undead</b> <b>Physical Resistance</b> <b>Magical Resistance</b> -2 	<b>Magical Resistance</b> <b>Nightmarish 1</b> At the start of combat, roll a die to determine Lloigor's <b>Horror</b> check penalty. -X 	<b>Undead</b> <b>Physical Immunity</b> <b>Nightmarish 1</b> If you defeat Tomb-Thing, draw 1 Exhibit item. -3 
If you fail a <b>Horror</b> check against Omen Bird, it gains <b>Physical Immunity</b> for the rest of combat. -3 	If you fail a <b>Horror</b> check against Omen Bird, it gains <b>Physical Immunity</b> for the rest of combat. -3 	<b>Physical Immunity</b> <b>Magical Immunity</b> <b>Nightmarish 2</b> -3 	<b>Physical Immunity</b> <b>Magical Immunity</b> <b>Nightmarish 2</b> -3 	<b>Undead</b> <b>Magical Immunity</b> <b>Overwhelming 1</b> If you defeat Tomb-Thing, draw 1 Exhibit item. -2 
<b>Nocturnal (Fast)</b> If you fail a <b>Combat</b> check against Typhonian Beast, you are immediately reduced to 0 Stamina. -2 	<b>Nocturnal (Fast)</b> If you fail a <b>Combat</b> check against Typhonian Beast, you are immediately reduced to 0 Stamina. -2 	If you pass a <b>Combat</b> check against Thuum'ha, return it to the cup and draw 1 Spell. -1 	If you pass a <b>Combat</b> check against Thuum'ha, return it to the cup and draw 1 Spell. -1 	If you fail a <b>Combat</b> check against Carrion-Worm, discard one Monster trophy (if able). -3 
<b>Undead</b> <b>Overwhelming 1</b> -1 	<b>Undead</b> <b>Overwhelming 1</b> -1 	<b>Physical Resistance</b> -1 	<b>Physical Resistance</b> -1 	If you fail a <b>Combat</b> check against Carrion-Worm, discard one Monster trophy (if able). -3 
<b>Elusive</b> After Graverobber ends its movement, remove all clue tokens on streets and locations of that neighbourhood. - 	<b>Elusive</b> After Graverobber ends its movement, remove all clue tokens on streets and locations of that neighbourhood. - 	<b>Elusive</b> After Graverobber ends its movement, remove all clue tokens on streets and locations of that neighbourhood. - 	<b>Nocturnal (Fast)</b> <b>Overwhelming 1</b> <b>Elusive</b> -2 	If you fail a <b>Combat</b> check against Carrion-Worm, discard one Monster trophy (if able). -3 
		<b>Undead</b> <b>Nocturnal (Stalker)</b> Before you make a <b>Combat</b> check against Jackal-Thing, discard 1 Unique item or Spell or you automatically fail. -1 	<b>Undead</b> <b>Nocturnal (Stalker)</b> Before you make a <b>Combat</b> check against Jackal-Thing, discard 1 Unique item or Spell or you automatically fail. -1 	<b>Undead</b> <b>Nocturnal (Stalker)</b> Before you make a <b>Combat</b> check against Jackal-Thing, discard 1 Unique item or Spell or you automatically fail. -1 

## Day

*The sun has risen, dispelling all shadows and granting the investigators some respite from the lurking evils of Arkham.*



It is **day**. **Luck checks** in Arkham are made at a +1 bonus.

If a monster surge occurs, or an *Environment (Mystic)* Mythos card is drawn, flip this card over to 'Night'.



## Night

*The sun has set, and the streets of Arkham belong once again to the thousand unnatural things that dwell in dark places.*



It is **night**. **Will checks** in Arkham are made at a -1 penalty.

If a gate is closed or sealed, or an *Environment (Weather)* Mythos card is drawn, flip this card over to 'Day'.





### Abundance of Frogs

When Nephren-Ka awakens, Elder Signs on the board are added to his Doom track as Doom tokens. Do not draw Plague cards when adding these tokens. These tokens are not removed when this card returns to the box.

**Final Battle:**  
The investigators may forfeit their attack for one turn and spend **two Clue tokens** each to return this card to the box.

### Cloud of Gnats

Each investigator's **focus** is reduced to 1.

**Final Battle:**  
The investigators may forfeit their attack for one turn to each make a **Will (-2) check**. If the number of successes is equal to or greater than twice the number of investigators, return this card to the box.

### Death of the First

Any player who is *Lost in Time and Space* is **devoured**.

Nephren-Ka's **attack check modifier** is decreased by 1.

**Final Battle:**  
The investigators may forfeit their attack for one turn. The first player may then choose to be **devoured** to return this card to the box.

### Fury of Hailstones

Every gate opening is a **gate burst**.

An additional success is required to remove a Doom token from Nephren-Ka.

**Final Battle:**  
The investigators may forfeit their attack for one turn and discard **one gate trophy** each to return this card to the box.

### Horde of Beasts

Monsters gain +1 Toughness.

Nephren-Ka gains **Physical Immunity**.

**Final Battle:**  
The investigators may forfeit their attack for one turn and discard **one monster trophy** each to return this card to the box.

### Pestilence

Investigators may no longer use the **Medical Care** ability of **St. Mary's Hospital**.

**Final Battle:**  
The investigators may forfeit their attack for one turn to each make a **Fight (-2) check**. If the number of successes is equal to or greater than twice the number of investigators, return this card to the box.

### Shroud of Darkness

Investigators may no longer use the **Psychiatric Care** ability of **Arkham Asylum**.

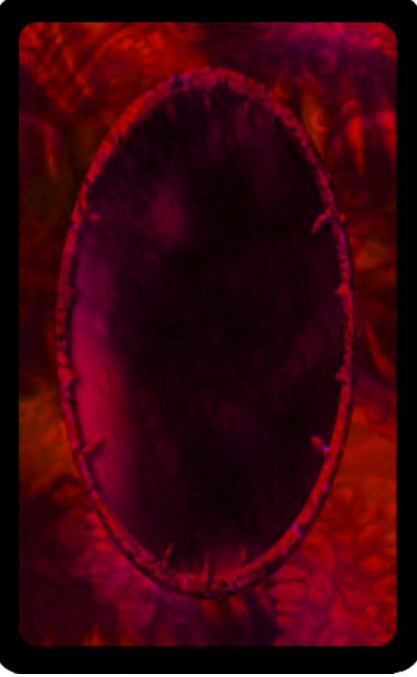
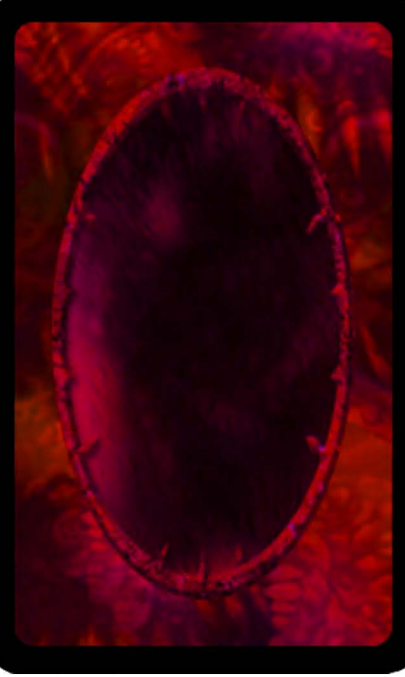
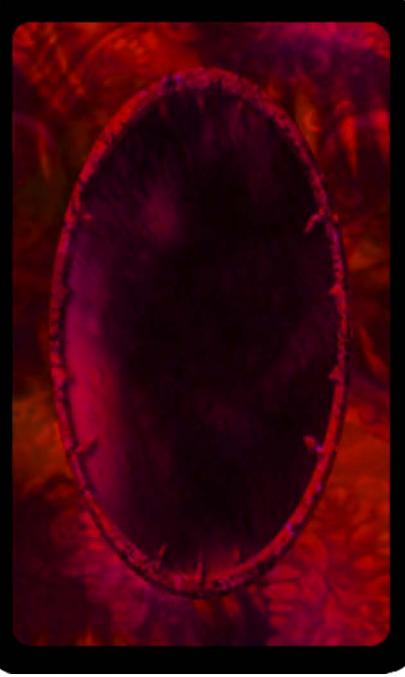
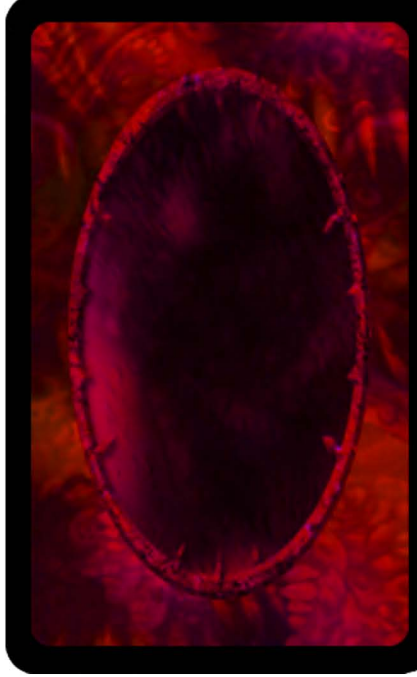
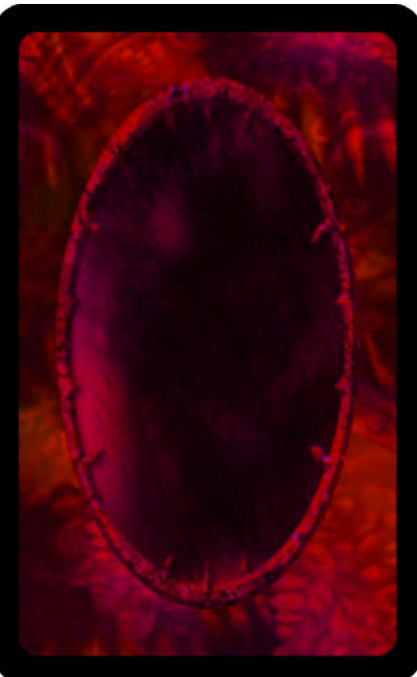
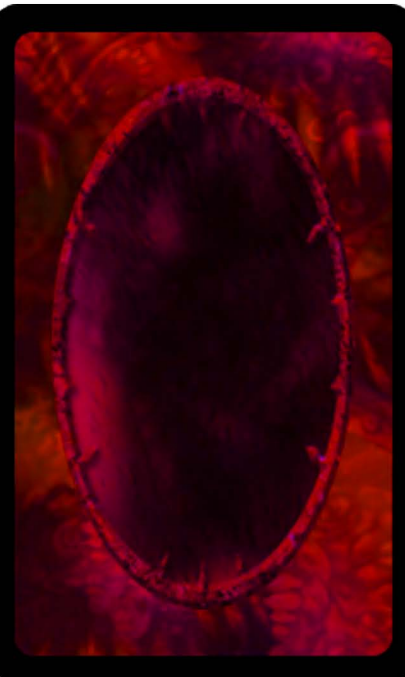
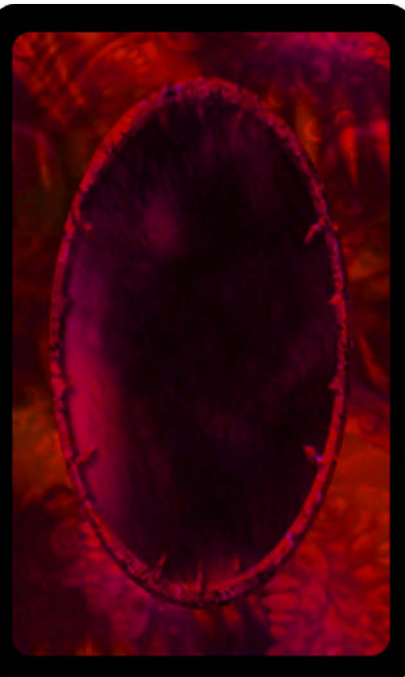
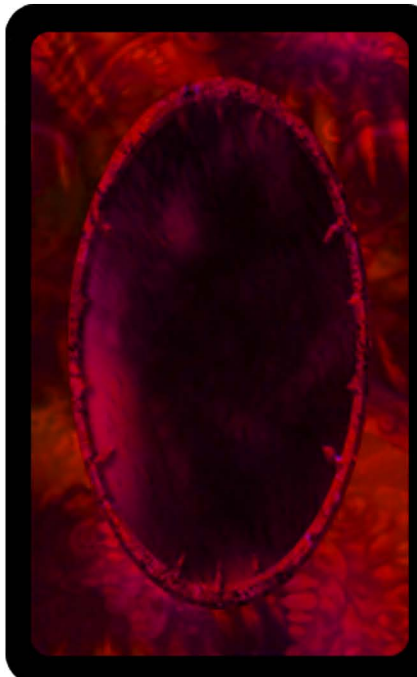
**Final Battle:**  
The investigators may forfeit their attack for one turn to each make a **Speed (+0) check**. If the number of successes is equal to or greater than twice the number of investigators, return this card to the box.

### Surfeit of Boils

**Upkeep:** Any investigator with more than five items must discard until he or she has five or fewer.

Investigators may not trade items during the Final Battle.

**Final Battle:**  
The investigators may forfeit their attack for one turn and discard **one item** each to return this card to the box.



### Tide of Blood

Monsters are **Nightmarish 1** and **Overwhelming 1**.

Nephren-Ka's **combat rating** is set to -6.



#### Final Battle:

The investigators may forfeit their attack for one turn to each make a **Luck (-1) check**. If the number of successes is equal to or greater than twice the number of investigators, return this card to the box.



### Swarm of Locusts

When a monster surge occurs, raise the Terror level by 1.

Nephren-Ka has **Magical Immunity**.

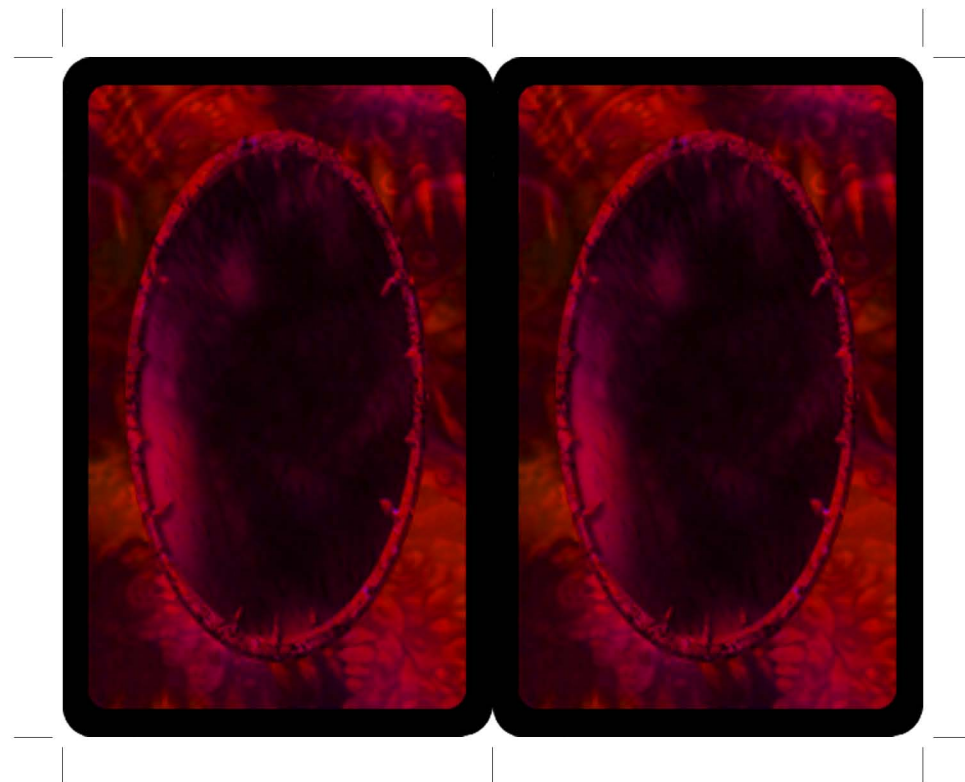


#### Final Battle:

The investigators may forfeit their attack for one turn to each make a **Lore (-2) check**. If the number of successes is equal to or greater than twice the number of investigators, return this card to the box.







## Treasures of the Nile

The *Library* location gains the following special ability:

**Exhibit Auction:** Instead of having an encounter here, you may draw 2 Exhibit items. If you can, you must purchase 1 of them for its list price. Discard any unpurchased items. If an Exhibit item has no printed list price, its list price is \$6.

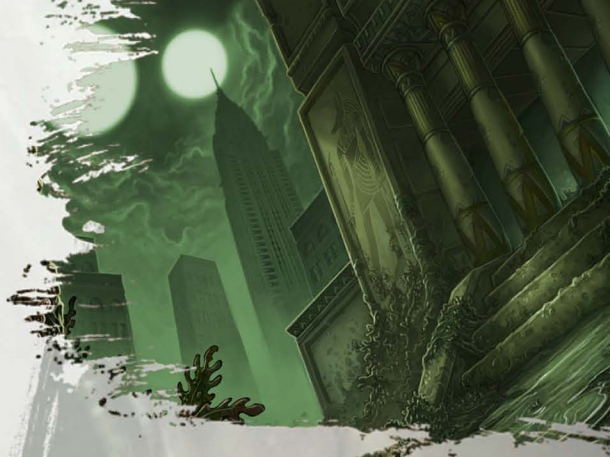
## The Eternal Voyage

Place the **Day/Night** card beside this card at the start of the game, with the **night** side down. Follow the rules on the upward side.

## Egyptian Exhibit

### *Cursed Relics*

“...the better light revealed to us a marvelous collection of treasures: two strange ebony-black effigies loomed out from the cloak of darkness; gilded caskets in strange forms, lion-headed, Hathor-headed, and beast infernal...”



## Treasures of the Nile

The *Library* location gains the following special ability:

**Exhibit Auction:** Instead of having an encounter here, you may draw 2 Exhibit items. If you can, you must purchase 1 of them for its list price. Discard any unpurchased items. If an Exhibit item has no printed list price, its list price is \$6.

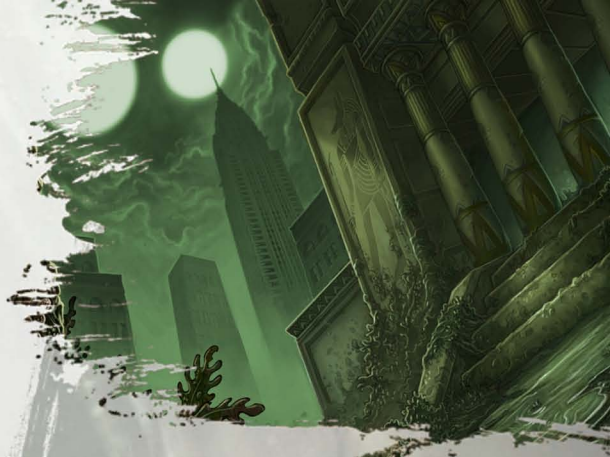
## The Eternal Voyage

Place the **Day/Night** card beside this card at the start of the game, with the **night** side down. Follow the rules on the upward side.

## Egyptian Exhibit

### *Cursed Relics*

“...the better light revealed to us a marvelous collection of treasures: two strange ebony-black effigies loomed out from the cloak of darkness; gilded caskets in strange forms, lion-headed, Hathor-headed, and beast infernal...”







## Golden Scarab Cult

### *Thralls of the Dark Pharaoh*

*"And it was then that Nyarlathotep came out of Egypt. Who he was, none could tell, but he was of the old native blood and looked like a Pharaoh. The fellahin knelt when they saw him, yet could not say why..."*

## Jaws of Amen-Tet

**Movement phase:** When an Investigator returns through a gate to Arkham from an **Other World**, he or she must fight or evade all monsters on that location at the end of the phase. *(Investigators do not get one turn in which they can ignore the monsters; the 'Monsters Guarding Gates' rule is repealed.)*

## Maddening Drums

Each Mythos phase, draw an additional Mythos card and ignore everything on it except the monster movement pattern.

## The Old Native Blood

Cultists are *Endless*.



## Golden Scarab Cult

### *Thralls of the Dark Pharaoh*

*"And it was then that Nyarlathotep came out of Egypt. Who he was, none could tell, but he was of the old native blood and looked like a Pharaoh. The fellahin knelt when they saw him, yet could not say why..."*

## Jaws of Amen-Tet

**Movement phase:** When an Investigator returns through a gate to Arkham from an **Other World**, he or she must fight or evade all monsters on that location at the end of the phase. *(Investigators do not get one turn in which they can ignore the monsters; the 'Monsters Guarding Gates' rule is repealed.)*

## Maddening Drums

Each Mythos phase, draw an additional Mythos card and ignore everything on it except the monster movement pattern.

## The Old Native Blood

Cultists are *Endless*.